

Galidor

POWERIZER CAMPAIGN

DAVID LANE
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TEL 01932 592309
FAX 01932 592617
E-M dwl@dial.pipex.com

GREEN DIGITAL TITLE READOUTS (IN THE STYLE OF 'GALIDOR') WILL BE USED THROUGHOUT TO INFORM THE AUDIENCE OF VITAL FACTS, A VOICE OVER COULD ACCOMPANY THESE IF IT IS FELT NECESSARY.

FADE IN

1 TV SHOW A SHORT TEASER EXPLAINING THE PREMISE OF GALIDOR.
(This is an existing cut sequence)

Ending with a shooting star crosses the night sky.

NICK fills shot as he wakes up from his nightmare.

Close on time map hovering in the bedroom.

A green digital readout punches across the frame.

EVERY DIMENSION NEEDS A NEW WAY TO COMMUNICATE...

The EGG roars away from camera in the underground cave.

Quick cuts of NICK & ALLEGRA with the G-Force effect on their faces.

The EGG travels through different dimensions.

EVERY DIMENSION IS A NEW ADVENTURE...

TEASER FROM EPISODE 17

2 EXT. VINCULUM - DAY

All is quiet, then THE EGG BURSTS into the far end of the Vinculum and SOARS directly at CAMERA. Right behind it is a TSUNAMI WAVE OF ENERGY that seems to be pursuing it.

NICK
It's still on top of us!

3 INT. EGG - PILOT HOUSE - DAY

JENS is at the controls with NICK.

JENS
I'm very aware of that.

Jens closes the windshield. The Egg SHUDDERS as if being hit by a DEPTH CHARGE.

NICK
That energy wave is like tracking US.

4 BOY AT PLAY---INTER-ACTIVITY WITH GALIDOR TV PROGRAM

NOTE: ALL THE BOY'S PLAY SCENES WILL BE SHOT BLUE SCREEN AND
MATTED INTO EXCITING ELECTRONIC CGI BACKGROUNDS
VORTEX/PLASMA/ETC.

A BOY'S hands build the POWERIZER.

Dramatic close ups as the arms and legs of the POWERIZER are snapped
into position. (Stylish and classy like 'shooting the new Mercedes')

EVERY NEW ADVENTURE NEEDS A HERO...

5 INT EGG

ALLEGRA'S IMAGE appears on the dash monitor. She's flustered.

ALLEGRA
(on monitor)
Nick, you'd better get down here.

NICK
I'm kind of busy right now.

The Egg SHAKES from another BLAST of energy.

ALLEGRA
(On monitor)
Yeah, well, you know that Gorm, Power Suit
you brought with us?
It's kind of busy too.

Allegra moves from in front of the monitor TO REVEAL the Gorm Power Suit
SPARKING above the control panel in the General Quarters. EURIPIDES
sticks his face into the monitor's FRAME.

EURIPIDES
(On the monitor)
It appears to be sending out some kind of
signal.

6 BOY AT PLAY---INTER-ACTIVITY WITH GALIDOR TV PROGRAM.

The head of JENS is snapped into position.

On POWERIZER LCD screen JENS icons flash through their sequence as he speaks.

JENS
Quoriem activated I am ready

7 INT. EGG - GENERAL QUARTERS - DAY

Nick arrives and moves past Allegra to the POWER SUIT.

NICK
How long has it been doing that?

ALLEGRA
Since we went through the Kek portal.

8 BOY AT PLAY---INTER-ACTIVITY WITH GALIDOR TV PROGRAM

The BOY places the POWERIZER in front of a TV screen.

On the television screen is the sequence from the TV series.

We see the LCD screen in the back of the POWERIZER.

FOURTEEN MISSIONS BUILD IN TO START WITH...

Close on POWERIZER LCD screen - a flashing star icon is activated.

JENS
Galidor Awaits.

CGI sound waves start to emit from the TV SPEAKERS to the POWERIZER.

CONTACT MADE... KEK POWERIZER NOW RECEIVING SIGNALS FROM THE OUTER DIMENSION.

The EGG traveling through the Vinculum.

Flashes of the action on the TV screen are projected onto the face of the BOY as he plays.

The sequence from Galidor is on the TV set.

CGI sound waves continue to emit from the TV SPEAKERS to the POWERIZER.

As the action of the Galidor episode is taking Place on the TV screen JENS dialogue is triggered by the signal being emitted.

JENS (TRIGGERED BY SHOW)
This means trouble!

The BOY'S fingers punch the buttons on the POWERIZER.

The POWERIZER LCD screen changes to the 'Portal Entry' icon

JENS
Take the controls!

Wide on TV & BOY CGI sound waves emit from the TV SPEAKERS to the POWERIZER.

JENS (TRIGGERED BY SHOW)
This is going to get ugly!

9 TV SHOW

The EGG speeds through the Vinculum

RECEIVE MESSAGES DIRECTLY FROM THE TV SERIES...

10 BOY AT PLAY---INTER-ACTIVITY WITH GALIDOR TV PROGRAM

The GALIDOR show is on the TV screen.

AS THE BOY MANIPULATES THE ARMS AND TILTS THE POWERIZER THE CGI SOUND WAVES TRANSMITTING FROM THE TV FOLLOW IT'S MANEUVERS.

The BOY manipulates the POWERIZER arms as he begins to guide the spacecraft for landing.

JENS
Buckle up for portal entry!

CU on POWERIZER LCD screen the Egg moving in for landing with appropriate sound SFX.

Wide on the boy and his TV with the Galidor show on the screen.

THE KEK POWERIZER IS THE ULTIMATE DIMENSION...

CU boy intense for landing.

The BOY tilts the POWERIZER to the right.

CU POWERIZER LCD SCREEN the icon moves to the right.

Wide on the BOY as he tilts the POWERIZER to the left the sound waves follow it.

CU POWERIZER LCD SCREEN the icon moves to the left.

Cu BOY intense as stabs the buttons on the POWERIZER.

CU on POWERIZER LCD screen the Egg closer to landing.

BOY'S fingers adjusts POWERIZER arm.

GAIN NEW MISSIONS AS YOU WIN...

On TV screen & speakers CGI sound waves are transmitting from the speakers, the EGG is on a disaster course.

JENS (TRIGGERED BY SHOW)

Hang on!

CU POWERIZER LCD screen, egg maneuvering.

JENS

Brace for impact!

Close on BOY, intense.

REACH HIGHER LEVELS OF PLAY...

CU POWERIZER LCD screen, egg lands with appropriate SFX.

JENS

Landing successful.

On POWERIZER LCD SCREEN 'Bonus' flashes

On the BOY pleased with himself.

ACQUIRE NEW MISSIONS AS YOUR LEVELS INCREASE...

The head of JENS is changed for the head of GORM.

On POWERIZER LCD screen GORM'S icons zap through their sequence as he speaks.

TURN GOOD INTO EVIL...

GORM

(laughing)

Haa...Haaa We meet again.

11 TV SHOW

Full screen

On GORM as he materializes.

Action sequences from the TV show.

End with ALLEGRA accessing co-ordinates on her monitor.

12 BOY AT PLAY---INTER-ACTIVITY WITH THE WEB SITE

Close on keyboard.

BOY'S finger punches button-My sites.

The Galidor web site appears on the monitor

Our BOY begins to work the site transferring games etc.

Ending with a new mission downloaded.

13 TV SHOW

action in the show to match the new downloaded mission.

Continue action sequences from the TV show.

End with action to take us to the following game.

14 BOY'S AT PLAY---INTER-ACTIVITY OF TWO POWERIZER'S

On two BOY'S as they move their POWERIZER to within 50cm of each other.
Tense ...expectant...

TRADE MISSIONS WITH OTHER POWERIZERS...

Close on LCD SCREEN of POWERIZER of the 1st BOY.

1st BOY'S fingers stab through games until the icon for 'Trading' is reached.

He rotates the arm until the icon for his chosen game to trade – 'Shield' appears.

ALL POWERIZER'S ARE INTER-ACTIVE WITH EACH OTHER...

2nd boy reacts and starts to stab the buttons on the rear of his POWERIZER.

Close on LCD SCREEN 2nd BOY'S fingers stab through games until the icon for 'trading' is reached.

He also rotates an arm until the icon for his chosen game to trade 'Target' appears.

CGI sound waves start to emit between the two POWERIZER'S.

Intercut BOY'S and their LCD POWERIZER SCREENS as the two different games flash on and off their screens.

'Trading complete' icon flashes on

JENS
New game downloaded

We hear 'success' SFX.

The two BOY'S are wowed!

They play out a game involving their new missions.

This will be quick cuts with a cacophony of POWERIZER SFX and JENS voice for both games.

The boys will be dramatically integrated showing how they play with the toys and there expressions as they play.

WATCH OUT FOR VIRUSES....

During the playing the 1st boys stops and punches the buttons on his POWERIZER.

On the LCD SCREEN it flashes the appropriate icon & SFX.

The 2nd BOY'S POWERIZER begins to 'Hiccup'.

The 2nd BOY hits the buttons on the rear of his POWERIZER.

The 1st BOY'S POWERIZER begins to 'Giggle'.

End with.

The first boy quickly changing JENS head for GORM

Fast zoom to GORM.

GORM
I will get that boy!

15 TV SHOW

NICK in trouble.

Continue action sequences from the TV show.

End with action to take us to the following game.

16 BOY AT PLAY---INTER-ACTIVITY BETWEEN THE DIFFERENT CHARACTERS

Our BOY is playing a game using the POWERIZER with JENS'S head.

GORM & NEPOL are standing nearby.

Close on POWERIZER LCD SCREEN the glinch game is selected.

The BOY plays the game, as he plays the POWERIZER VOICE & SFX stab out over the action.

POWERIZER
Activate telescope.

Close on POWERIZER LCD SCREEN.

The icons change.

POWERIZER
Activate grapple!

The BOY attaches one of NEPOL'S arms & legs to the POWERIZER the puts NEPOL'S staff into the hand he put on the POWERIZER.

INTERCHANGEABLE PARTS...

The icons change again

POWERIZER
Circuits recharged.

The BOY reaches the level of the 'Ice Beam'

POWERIZER
Ice beam!

The POWERIZER SFX of the 'Ice Beam'.

The BOY makes a pretend sizzle noise as he knocks GORM to the ground as if he has zapped him with a NEPOL ice beam.

BE GOOD OR EVIL...

17 TV SHOW

GORM materializes.

Continue action sequences from the TV show.

End with action to take us to the following game.

18 BOY AT PLAY---PLAYSTATION

Sequence to be devised to show how the MISSIONS work using the hand held computer 'GAME BOY ADVANCED'.

(This material to be supplied by Lego)

19 TV SHOW

The Egg hits the ice rock face as it comes in to fast.

Continue action sequences from the TV show.

End with NICK, EURIPIDES, and NEPOL in action against as many other characters as possible.

20 BOY'S AT PLAY---INTER-ACTIVITY OF THE RANGE

The BOY'S playing with all the toys, JENS, GORM, NICK, EURIPIDES, NEPOL, SHIMMEL, OONI & TDN module, the clinchers is will be inter-cut with the characters in action from the TV series also glynching.

As a body part is taken off from the character we cut to the same character glinching in the TV show as the glinch is about to finish we cut to snapping a part onto the same toy character.

Also the Maya files of the Glinching will be used in this sequence to give animation to the characters.

The toys will morph into the CGI characters and back again to the toy.

Track through the toy characters.

THE POWER IS GLINCHING...

EURIPIDES glinch sequence.

GLINCH TO CHANGE...

NEPOL glinch sequence.

GLINCH TO COMBINE...

NICK glinch sequence.

WELCOME TO THE OUTER DIMENSION...

Low angle The POWERIZER enters frame heroically revolving on a plinth against an exciting Galidor action sequence.

Super title.

EVERY DIMENSION NEEDS A HERO...

Ending with full screen end title from the TV series.

GALIDOR

Defenders Of The Outer Dimension

ANY OTHER CREDITS OR ICONS

END WITH SALES INFORMATION. (TO BE SUPPLIED BY JILL).